

## REMARKS

This Response is submitted in reply to the Final Office Action mailed on January 30, 2007. Claims 1 and 11 to 14 have been amended. New Claims 25 to 48 have been added. Claims 9 and 10 have been canceled. No new matter is added by these amendments.

A Request for Continued Examination is submitted herewith. Please charge deposit account number 02-1818 for any fees which are due in connection with this Response.

The Office Action rejected Claims 1 to 5, 9 to 19, and 23 to 24 under U.S.C. §102(b) as being anticipated by US Patent No. 6,364,767 to Brossard ("Brossard"). Applicant respectfully disagrees with these rejections. Nevertheless, Applicant has amended certain of the claims for clarification purposes.

Brossard discloses a gaming device which includes a plurality of components in a plurality of different categories. In one embodiment, the gaming device enables a player to select one component from each of three categories, including songs, artists, and colors, to form an initial combination of components. The gaming device further includes a wheel having three counter-rotating rings. Each of the rings includes a plurality of indicia representing the various components in one of the categories. For example, as seen in Fig. 1, the middle ring of the wheel includes a plurality of indicia relating to artists. After the player selects an initial combination of components, the gaming device uses the wheel to randomly select a final combination. More particularly, the gaming device causes the three rings to counter-rotate and, when the rings stop rotating, a pointer associated with the wheel indicates one component from each ring (i.e., a song, an artist, and a color). The indicated components make up the final combination. The gaming device compares the initial combination to the final combination of components that results from the reel spin. The player receives a designated prize based on the degree of correspondence between the initial combination and the final combination. For example, as seen in Fig. 2B, if the components making up the final combination are an exact match to the

components of the initial combination (i.e., the song, artist, and color are the same), the player receives "Prize F." On the other hand, if only the color component in the final combination matches the color component in the initial combination, the player receives "Prize A."

Applicant respectfully submits that Brossard does not anticipate a gaming device which includes (1) an award distributor including: (i) a plurality of sections situated in a predetermined arrangement on said award distributor, each of said sections defined by one of a plurality of first coordinates and one of a plurality of second coordinates, wherein each first coordinate is associated with a group of the sections including a plurality of the sections, and each second coordinate is associated with a group of sections including a plurality of sections; and (ii) a plurality of symbols, each of said symbols associated with one of a plurality of awards, wherein each of said plurality of sections is associated with one of said symbols; and (2) a processor operable to control a play of the game by causing a display of the plurality of symbols and the awards associated with each of the symbols on the award distributor to the player upon initiation of the play of the game.

On page 2 of the Office Action, the Office Action equates a "section" to a combination of three components (i.e., three symbols) from the wheel of Brossard. In particular, the Office Action states that, in Brossard, symbols of words indicating a song, an artist, and a color are associated with each section. The Office Action further states that the gaming device of Brossard determines an award associated with each section (i.e., each combination of song, artist, and color), wherein the greatest award amount is associated with sections having three components that match the components in the initial combination, and no award is associated with sections having no matching components with the initial combination.

Applicant agrees with the Office Action's interpretation that a section in Brossard includes three components from the wheel. Furthermore, Applicant agrees that the award associated with each section is based on the correspondence between that section's three components and the initial

combination. However, even assuming that the gaming device of Brossard determines an award amount for each section that could possibly be formed by combining three of the components or symbols on the wheel, Brossard does not anticipate causing a display of the plurality of the symbols and the awards associated with those symbols on the award distributor to the player upon initiation of the play of the game.

The symbols on the wheel in Brossard are not individually associated with an award. As discussed above, and as acknowledged by the Office Action, awards are associated with combinations of three components or symbols from the wheel. The gaming device of Brossard forms such combinations or sections by spinning the wheel and indicating three of the symbols with a pointer. The gaming device does not display a formed section to the player until after the wheel spins and indicates the symbols making up that section. Accordingly, the gaming device cannot display to the player upon initiation of the game the association between each possible section and its corresponding award on the wheel.

On the other hand, in the gaming device of amended independent Claim 1, each of the symbols of the award distributor is associated with one of a plurality of awards, wherein each of the plurality of sections is associated with one of the symbols. The processor is operable to control a play of the game by causing a display of the plurality of symbols and the awards associated with each of the symbols on the award distributor to the player upon initiation of the play of the game.

For at least the reasons discussed above, Applicant respectfully submits that amended independent Claim 1 and Claims 2 to 5, 9 to 19, and 23 to 24 which depend therefrom are each patentably distinguished over Brossard and in condition for allowance.

The Office Action rejected Claims 6 to 8, and 20 to 22 under U.S.C. §103(a) as being unpatentable over Brossard in view of US Patent No. 5,996,997 to Kamille ("Kamille").

Kamille discloses a lottery type game including a plurality of masked selections (col. 5, lines 19 to 29). The game begins when the player selects one of the masked selections. The chosen selection is revealed to uncover either a directional symbol, a win symbol (i.e., a symbol associated with an award), or a lose symbol (col. 5, lines 61 to 67). If a directional symbol is revealed, taking the form of an arrow or pointer, the player is directed to select another specific selection with the player's next pick. The player's next pick is limited to the specific spot indicated by the directional. If a win symbol is revealed, the player wins the award associated with that win symbol. If a lose symbol is revealed, the game ends.

The Office Action admits that Brossard does not include a terminator symbol associated with one of the sections. However, the Office Action concludes that it would have been obvious to one of ordinary skill in the art at the time of invention to modify Brossard to include sections associated with terminating symbols, as taught by Kamille, to limit awards provided to the player and reduce the risk to operators of the gaming machine.

Regardless of whether it would have been obvious to modify Brossard in the manner proposed by the Office Action, the gaming device resulting from the combination of Brossard and Kamille would not teach, disclose, or suggest each and every element of Claims 6 to 8 and 20 to 22. More specifically, the combination of Brossard and Kamille does not render obvious causing a display of the plurality of symbols and the awards associated with each of the symbols on the award distributor to the player upon initiation of the play of the game.

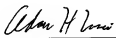
Claims 6 to 8 and 20 to 22 each depend from amended independent Claim 1. Therefore, Claims 6 to 8 and 20 to 22 each include, among other elements, causing a display of the plurality of symbols and the awards associated with each of the symbols on the award distributor to the player upon initiation of the play of the game.

As discussed above, Brossard does not anticipate a gaming device which includes this element. In Kamille, the selections are masked upon initiation of the game. Prior to the player picking a selection, the symbols or awards associated with each of the selections are concealed. Kamille does not provide a gaming device which includes causing a display of the plurality of symbols and the awards associated with each of the symbols on the award distributor to the player upon initiation of the play of the game. Thus, Kamille does not cure the deficiencies in Brossard.

Accordingly, for at least the reasons discussed above, Applicant respectfully submits that Claims 6 to 8 and 20 to 22 are each patentably distinguished over the combination of Brossard and Kamille.

An earnest endeavor has been made to place this application in condition for formal allowance and in the absence of more pertinent art such action is courteously solicited. If the Examiner has any questions regarding this Response, Applicant respectfully requests that the Examiner contact the undersigned.

Respectfully submitted,  
BELL, BOYD & LLOYD LLP

BY  \_\_\_\_\_

Adam H. Masia  
Reg. No. 35,602  
Customer No. 29159

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